USER'S GUIDE

WARNING

Fixed or stationary images can do irreversible damage to the cathode tube of your TV by marking definitively with luminophores. This is the reason we recommend that you avoid using video games repeatedly or for extended periods of time on wide screen projection TVs.

WARNING EPILEPSY

Before a video game is used by you or your child.
Certain people may suffer from epileptic fits or lose consciousness after viewing certain types of blinking lights or light sources in our daily environment. These people are exposed to fits when they watch certain televised images or when they play certain video games. These phenomena may appear even if the subject has no such medical history or has never suffered from an epileptic fit beforehand.

If you or a member of your family has already suffered from symptoms linked to epilepsy (fits or consciousness) in the presence of luminous stimulation, please consult your physician before use.
We recommend that parents be attentive to their children when playing video games. If you or your child show the following symptoms: dizziness, vision problems, contraction of the eyes or muscles, loss of consciousness, orientation problems, involuntary movements or convulsion, stop playing immediately and consult a physician.

PRECAUTION TO BE TAKEN IN EVERY CASE
WHEN USING A VIDEO GAME

Do not stay too close to the screen. Play at a good distance from the television screen and as far as allowed by the connection cable. Use video games preferably on small size screens. Avoid playing if you are tired or if you lack sleep.
Make sure that you are playing in a well lit room. When playing, take a ten to fifteen minute break every hour.

SALAMMBO

PERIL IN CARTHAGE

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1] The story

You are Spendius, a slave in the ancient city of Carthage. Salammbo, the most beautiful girl in the town, surprises you as you are trying to escape. Instead of calling the guards, she agrees to help you get away – provided that you bear a message to her lover, Matho, the leader of an army of mercenaries which is camping outside the ramparts.

And so begins an adventure in which in a brief span of time, starting as a fugitive, you will become a general. It's up to you to influence the story by leading your troops to victory!

The sources

• **The 3rd century BC:** Carthage is battling against its mercenaries who have revolted against it. The Greek historian Polybus devotes a book to the "unforgivable war" of unparalleled brutality. It is through him that we know the characters Spendius and Matho.

• **The 19th century AD:** Gustave Flaubert draws inspiration from Polybus's text to write his novel Salammbo. He creates the character which gives the novel its title, a Carthaginian virgin whose beauty inspires Matho with a violent passion.

• **The 20th century AD:** Philippe Druillet publishes a strip cartoon which translates the plot of Salammbo into his personal universe, a tormented world in which fantasy mingles with history.

• **The 21st century AD:** the shadows and purples of Carthage come alive: Druillet's strip cartoon becomes a game of adventure!

2) How to install the game

• Insert the Salammbo CDI into your drive.

• The installation program starts automatically.

If the program does not start, browse through the contents of the CD using your Windows explorer and double click on the Setup.exe file.

• Follow exactly the instructions displayed on the screen.

• Once the installation is completed, the program proposes the installation of a “Play Salammbo” shortcut on your desktop. Accept it.

3) How to start a game

• Double click on the *“Play Salammbo”* shortcut to start the game.

• On the welcome screen, select your player’s number by clicking on one of the five pictograms shown: star, crescent, globe, snake or bull.

• On the next screen:

Click on this button to start a new game.

…or click on this button to resume a game in progress at the precise moment when you left it.

4) Observe and act

In the game world, all you need to do is move the mouse to alter your angle of vision. A cursor, always located in the center of the screen, materializes the direction in which you are looking.
The cursor comes to life and changes shape whenever it passes over a zone where an action is possible. All you have to do is click to validate this action.

The cursor takes this shape whenever you can move forward in the direction indicated.

The cursor takes this shape when it designates an object that you can use or a character to whom you can speak.

5) Dialogue

When you speak to a character, a choice of replies is displayed on the screen. Click on the one you think is appropriate to continue the dialogue.
Certain dialogues finish on the initiative of the character you are speaking to, others when you choose to take your leave by selecting the appropriate reply.

6) How to pick up and use an object

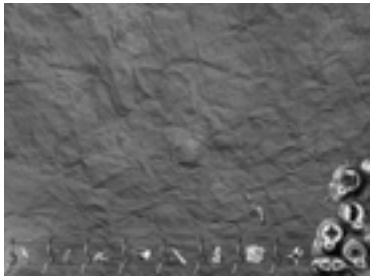
The cursor is shaped like an animated claw when it is designating an object that you can pick up.

If you pick up an object, the cursor becomes the image of this object (here, a bunch of keys).

If you take the object that you are holding into an interaction zone (for example, a closed door that the keys can unlock), the “use” cursor appears around the object.

7) How to call up the interface

The interface is called up and closed down by pressing on the right button of the mouse.



Inventory: the boxes of the inventory are used to store the objects you have picked up and which you do not need immediately.
Click on the right button to store in the inventory an object you are holding.
To pick it up again, open the interface with a right click, select the object from the inventory with a left click, then close the interface down again with a right click.

Arrows: these buttons scroll through the objects in the inventory whenever there are too many to be displayed at the same time on the screen.

Menu: this button gives access to the general menu in order to save or load a game, adjust the options, or leave the game. See below.

Map: shaded at the beginning of the game, this button becomes active later.
It displays a map which is useful for seeing where you are in the game world.

Your character: this button shows an image of Spendius, the character that you play. At certain moments of the game you will have to get dressed or eat.
To do so, select the appropriate object from your inventory (item of clothing, food or drink), drag this object onto the image of your character and click.

Logbook: this button gives access to your logbook, a strip cartoon which shows all the important events that have occurred since the beginning of the game.
Consult it regularly since it will remind you of vital information to complete the adventure.

8] Menu

The menu is accessed from the interface.

Load a game: this button gives you access to a screen whose functions are described below.

Save the current game: used to make a manual save at any moment of the game. See below.

Options : used to adjust the sounds and the graphics display. See below.

Resume the current game.

Quit: returns you to the welcome screen. Once there, click once again on “Quit” if you wish to leave the game and close the program down.

9] Options

The “Options” screen is called up from the menu.

Colors: this button allows you to toggle between the 16 bits (65 000 colors) mode and the 32 bits (16 million colors) mode and back.

Resolution : used to choose between the three resolutions proposed.

Subtitles: subtitles: displays or masks the subtitles which repeat the replies in the dialogues. (The presence of an “X” in the warning light associated with the button means that the subtitle display is active.)

Dejagging: enables or disables the “dejagging” process which improves the quality of the image.

Sound option: opens a screen used to adjust independently the volume of the voices, the music and the sound effects.

Return: returns you to the menu.

Advice

For greater comfort in the game on a low performance machine, adjust the graphic options to consume fewer resources:

1. First, disable the dejagging.

*2. If that is not enough, select the smallest resolution (640 * 480).*

3. Select 16 bits mode.

10) How to save a game

The "Save" screen is called up from the menu.

To save a game:
1. Select a free space in the right column.
2. Press on the "Save current game" button.

NB: You can also make a rapid save without quitting the game by using the keyboard shortcut “F5”.

11) How to load a game

The "Load" screen is called up from the menu. In the right column all the saved games are shown. From top to bottom:
- your rapid save;
- an automatic save made at key times during the game;
- your manual saves.

Saved games are referenced by date.
When you select one, the image of the place where the save was made appears in the vignette on the left.

To load a saved game, select it and click on the "Load a saved game" button.

NB: You can also make a rapid load without quitting the game by using the keyboard shortcut « F9 ».

12) The first five minutes of play

After the two pages of strip cartoon introducing the adventure, you will find yourself at the bottom of a hole in the dungeon filled with human bones. What can you do to get out of this desperate situation? First of all, pick up all the bones you can and put them in your inventory. Then, try to find a way to reach the well that opens up above your head…

ONTARIO EUROPE

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Based on the novel by Gustave Flaubert.

HOUSE-STYLE BOOK CREATED BY PHILIPPE DRUILLET

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